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# DIGIMON X

## INSTRUCTION MANUAL
## MANUEL D'INSTRUCTIONS
## MANUAL DE INSTRUCCIÓN

Actual product size, color, and style may vary from images in the manual.
Taille réelle du produit, couleur et style pouvant varier des images du manuel.
Tamaño, color y estilo real del producto pueden ser diferentes de las imágenes en el manual.

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BUCM (US/CN/MX)

### DISCLAIMER

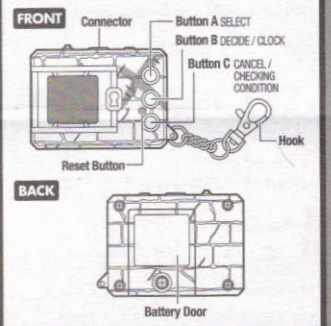
⚠Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures- Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio TV / technician for help. Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. CAN ICES-3 (B)/NMB-3(B).

### [Precautions]

- Not responsible for lost data.
- This product is made with intricate parts. It could break if you add unnecessary force or drop it.
- This product is also made with intricate electrical parts. Please refrain from dropping, getting it wet or taking it apart. Do not store in very high or low temperature places.
- Please do not leave the product on resin sofas, sheets or tiles for a long period of time. It may stain them.
- Do not pull too hard or bend the parts.
- Do not put your fingers in the gap between the moveable part of the hook as it may become caught and causing injury.
- The installed batteries are for testing. Please change them when the screen starts blurring.
- Keep batteries away from children. Battery may be harmful if swallowed. Remove and dispose of used or exhausted batteries properly. Remove battery when not in use or discharged.
Battery is to be inserted with the correct polarity; the supply terminals are not to be short-circuited.

# SETTING UP

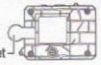
## 1 INSTRUCTIONS




## 2 ACTIVATION

### ❶REMOVE INSULATION SHEET

Device will beep and Digimon X logo will appear on screen.




### ❷RESET

Press the reset button with a thin tip object like a pen or pencil. Gently press the reset button to avoid damaging the Device.

### ❸CLOCK SETTING

Pressing A adjusts the hour, B adjusts the minutes, C confirms selection.

*To rapidly advance the hour hold down A or advance minutes by holding down B.

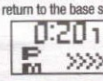
### ❹HATCHING DIGIMON

After setting the clock, a Digimon egg will appear and hatch after one minute.

## 3 CLOCK

### CHECKING CLOCK

Press B on the base screen (not choosing any icons), to view the clock. Press B again to return to the base screen.

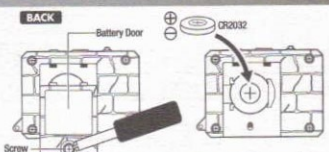



### CHANGING THE TIME SETTING

On the clock screen, press A & C buttons simultaneously to adjust the clock. Proceed to follow the ③ Clock Setting instructions on the left.

## 4 CHANGING BATTERIES

⚠ **WARNING:** This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.




Batteries are low when the screen becomes blurry or the low battery icon appears.

*Adult assembly required.
*Your Device will not function correctly with a low battery.

❶ Loosen the screw from battery door and remove door.
❷ Remove and replace 1 CR2032(3.0V) battery. Double checking the +/– battery positions.
❸ Replace the battery door and tighten the screw.
❹ Follow the reset Load & Reset process.

## 5 LOAD/RESET

After replacing the battery use A to select "LOAD" then confirm with B to continue from where you left off.

*If you select and confirm "RESET" All previous play will be deleted.
*After carrying out the reset process X-CAST will start.

LOAD/RESET Selection screen

## 6 SOUND

From the base screen press A & C together to turn on/off the sound function.

When the sound is off, you will not receive audible alerts.

## 7 DEATH OF DIGIMONS

When a Digimon dies of hunger, injury or ill, a computer will appear. Select the HEALTH icon to see the survival record. Digimon which made a better record and lived a long life will have left a sparkling Digimon Egg.

Deceased

Survival record

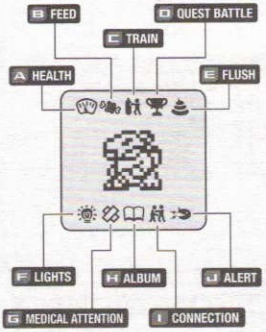
When Digimon dies, press A and B together! A new Digimon will be born!

**POINT!**

Save your Digimon! Repeatedly press B to save Digimon about to die. It might come back to life!

# READY TO PLAY

## E ICON




## A HEALTH

Check the health of your Digimon: Press A until the HEALTH icon is highlighted, then press B to confirm selection. Pressing C returns to the base screen.

| ❶ DIGIMON NAME | ❷ AGE & WEIGHT | ❸ HUNGER | ❹ STRENGTH |
|---|---|---|---|
| Your Digimon's name will scroll past. | Check the status of your Digimon's growth. | Check how hungry your Digimon is. Hearts will be filled and be full when it's no longer hungry. | Check how strong your Digimon is. Hearts fill in as it becomes stronger. |
| **❺ EFFORT** | **❻ ATTRIBUTES / GROWTH STAGE** | **❼ LEVEL / EXPERIENCE POINTS** | **❽ BATTLE WIN PERCENTAGE** |
| Training your Digimon 4 times will fill in 1 heart. | Check the Digimon Attributes and Growth stage. | Check the level and experience points. | Check the battle win percentage. |

Press C when the base screen is displayed.
You will see the simple status and XAI score of the day. You can also see your Digimon's Hungry, Strength and Effort levels by pressing any buttons.

*If you press C again then the flow illustrated will be repeated.

## B FEED

Press A until the Feed icon is highlighted, then press B to confirm selection. Pressing C returns to the base screen.

Press A to select food or item, press B to confirm selection.

FEED Selection screen

| | Icon | Name | Effect |
|---|---|---|---|
| FOOD | | Meat | Increase Hungry (stomach) by ♥ |
| FOOD | | Protein | Increase Strength (muscle power) by ♥ |
| FOOD | | Hunk of Meat | Maximizes Hungry (stomach) |
| FOOD | | High Protein | Maximizes Strength (muscle power) |
| ITEM | HP | HP ROM | +2 HP to your next Quest battle |
| ITEM | AP | AP Chips | +2 Attack points to your next Quest battle |
| ITEM | PW | PW Boards | Strength increases during your next Quest battle |
| ITEM | | Seven Switch | Your XAI score will definitely go up to 7 during your next Quest battle |
| ITEM | | Jumper Gate | Your next Quest battle will begin with a battle against a BOSS Digimon |

*You will never run out of 🍖 and 💊. Other food and item are limited to three each and will diminish by one each time you use them.
* If you use items that are effective in Quest battles, you will not be able to use other items before using the effects.

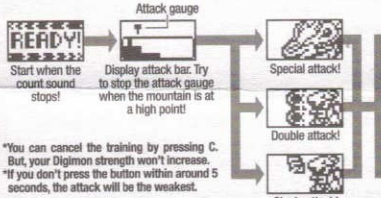
## C TRAIN

Press A until the TRAIN icon is highlighted, then press B. Pressing C returns to the base screen. Press A to select difficulty level, press B to confirm selection.

**NORMAL** The speed of attack gauge is normal. You can get normal points at this level.

**EXCITE** The speed of the attack gauge depends on the XAI score of the day. The speed is normal while the XAI score is level 4, but increases as you approach 1 and decreases as you approach 7. You can get higher points than normal.

The "attack" bar is displayed from "READY." Stop the attack gauge moving from left to right by pressing A or B. Attack varies according to the height of the mountain on the stopped attack bar.




*You can cancel the training by pressing C. But, your Digimon strength won't increase.
*If you don't press the button within around 5 seconds, the attack will be the weakest.

*You can skip by pressing A or B.

## D QUEST BATTLE

Press A until the QUEST BATTLE icon is highlighted. Press A to select the area you want to challenge, press B to confirm selection.

**I** XAI → AREA01 → BOSS SIS → Battle the Digimon that it encounters!

Quest XAI starts for the first time of the day. Select the area. The BOSS Digimon will be introduced.

*The next area will not be shown unless you beat the BOSS Digimon.
*The XAI system only launches once a day, and will not launch when you select the next Quest battle that day.
*If you select a Quest battle for a second or more time on the same day the Quest battle XAI for that day will be displayed at the start.

**POINT!** The XAI system alters the strength of the opponents Digimons. The smaller the XAI score, the stronger the opponents attack.

**II** XAI → READY! → Battle starts!

Decide the XAI score using X-CAST. When the count sound stops... Stop the attack gauge within about five seconds!

Stop the attack gauge using A or B to start the battle!
The side that turns the opponent HP to 0 or has more HP left after 5th or 6th turn is the winner.

*Taking more than 4 turns in a single battle, you'll lose 💊 of your hunger. You won't be able to proceed to the next battle if your Digimon's hunger is 0.
*If you can't beat BOSS Digimon. You have to start from the beginning.

**VICTORY!** Win to get more experience points and raise winning percentage! When your experience points reach to certain level, you'll be able to proceed to the next level.

**DEFEAT!** Your Digimon may become injured when defeated.

Victory! Get experience points! Level up! Defeat

**III** Proceed to the next area by winning against the Digimon of the area.

Proceed deeper into the area. Encounter another Digimon again

**IV** Beat BOSS Digimon to complete the QUEST!

The BOSS Digimon appear! Beat the BOSS Digimon and move to the next area!

**V** Get New Digivolution Route, Items and New area for Quest battle!

Digivolution released! Get items! Now it's possible to select the next area

**REST AREA** Take a break for your Digimon in the Rest area during Quest battle! Feed 🍖 to your Digimon!

When you reach the "R" rest area... Take a break in the rest area. Rest Selection screen. Select NEXT and move into the area! Select 🍖 to fill Digimon's stomach

Make sure you thoroughly feed your Digimon and avoid retiring from battles!!

*You can skip by pressing A or B.

## E FLUSH

To pick up poop, press A until the FLUSH icon is highlighted, then press B.

*Your Digimon will get ill if the screen become full of poops!

## F LIGHTS

To wake up or put your Digimon to sleep, press A until the LIGHTS icon is highlighted, then press B.

### ON

After your Digimon's bed time, you can make it stay up for an extra 15 minutes to take care of him. You can also wake up your Digimon you put to cold mode.

Sleeping Digimon — You can wake it up and look after it as usual

### OFF

**●During sleep**

When your Digimon reaches bedtime and starts to doze you can put it to sleep.

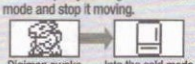
Your Digimon repeatedly awakes and sleeps. If it starts to doze it's a sign that it wants to sleep!

*Digimons cannot be put to sleep during infancy

Turn it off and give it a good sleep

**●During daytime**

You can put your Digimon to cold mode and stop it moving.



Digimon awake — Into the cold mode refrigerator!

**POINT!** Hungry and strength won't decrease while your Digimon is in cold mode! Put it to cold mode when you have no time to take care of it. But be careful! It won't Digivolve while it's in cold mode.

## G MEDICAL ATTENTION

If your Digimon gets injured or ill, you need to give it a medical attention. To heal, press A until the MEDICAL ATTENTION icon is highlighted, then press B. Select "Injury" or "Illness" using A, confirm with B and your Digimon will be treated. If you leave injuries or illnesses untreated your Digimon will die so be absolutely sure that you give it medical treatment.

**WHEN YOUR DIGIMON IS ILL**

**WHEN YOUR DIGIMON IS INJURED**

**POINT!** If engaged in a connection battle while your Digimon is ill it may infect the opponent so take care!

## H ALBUM

To see your album, press A until the ALBUM icon is highlighted. Press A to select BACKUP, LIBRARY or RECORD, press B to confirm selection.

Album select screen 1 — Album select screen 2

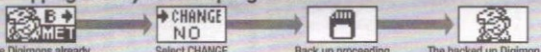
### BACK UP

You can save a Digimon you are nurturing on the backup, and swap newly nurtured Digimons or Digimons in the backup and start nurturing it again.

**●Backing up Digimons from the EMPTY**

The open frame will be displayed as EMPTY — Select OK to save — Back up proceeding — New Digimon is born!

**●Swapping already backed up Digimons**



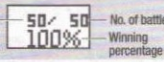

The Digimons already backed up will be displayed — Select CHANGE — Back up proceeding — The backed up Digimon will appear!

*Up to two Digimons can be stored in the backup. *You cannot store Digimons in infancy stage I in the backup. *Dead Digimons cannot be backed up in EMPTY. *Digimons will not be backed up when ill or injured. It will be healthy when released.

### RECORD

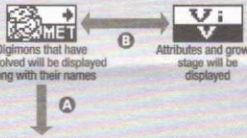
You can see your total number of battles, number of victories and winning percentage.

*The number of battles is the aggregate of Quest battles and connection battle.




### LIBRARY

You can view Digivolved Digimons and released Digivolution routes. See the next Digimon with A and the attributes and growth stages using B.




Digimons that have Digivolved will be displayed along with their names — Attributes and growth stage will be displayed

The only number will be displayed when the Digivolution route is released — Attribute is unknown, only growth stages are displayed

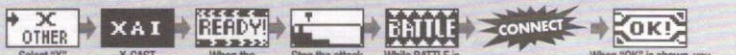
**POINT!** Release the Digivolution route by beating the area BOSS Digimon and specific opponent in the events!

## I CONNECTION

Press A until the CONNECTION icon is highlighted, then press B. Pressing C returns to the base screen.

### BATTLE WITH OTHER X-SERIES DIGIMONS!

Select "X" on CONNECTION screen by pressing A, then confirm with B. Then, the XAI system will start and the speed of attack gauge will change. After "READY" stop the attack gauge while the attack bar is displayed. When "BATTLE" is shown on the screen, connect the two Digimon X series together, and press A or B to start the battle.




Select "X" — X-CAST launches — When the count sound stops... — Stop the attack gauge within around 5 seconds! — While BATTLE is shown... — When "OK" is shown, you can start the BATTLE.

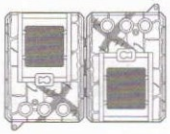
*Basically the same as Quest Battle II

### BATTLE WITH OTHERS!

You can have a connection battle with "Digimon portable series" other than Digimon X Series. Select "OTHER" after the connect selection screen and press B to confirm. When "BATTLE" is shown on the screen, connect with other Digimon series together, and press A or B to start the battle.

Select OTHER — While BATTLE is shown...

Connect both Device correctly!



*If "ERROR" is displayed, just try again.
*If both players press A or B at the same time while BATTLE is shown, an error will occur.
*You cannot take part in connection battle when your Digimon is injured or its Hungry level is at 0.
*Items won't be available during connection battle.

- To return to the previous menu while "BATTLE" is shown press C.
- If you separate Device before "OK" appears, the connection may not work correctly.
- When "OK" is shown, the Device can be separated.
- If "OK" does not appear, press A or B. If "ERROR" appears reconnect Device and prepare to connect again by pressing A or B.
- If the batteries are low, you will not be able to connect.

**TYPES OF DEVICES WHICH CAN BATTLE EACH OTHER**

○Digimon Portable Series

- Digimon 41850 series
- Digimon X 41920 series

*Refer to each Devices' manual for specific Device instructions.
*All Devices may not be compatible with each other.

## J ALERT

When your Digimon is hungry, low on protein or when it's time for bed, it will make an alert sound.

## 9 DIGIMON DIGIVOLUTION AND GROWTH CHART

*Digimons cannot take part in battles during infancy. *Time before Digivolution does not decrease while cold. *These Digimons are examples. They might not appear in your Device.

| GROWTH LEVEL | INFANCY I | INFANCY II | ROOKIE III | CHAMPION IV | ULTIMATE V | MEGA VI | MEGA VI+ |
|---|---|---|---|---|---|---|---|
| Approximate time before next Digivolution | 10 minutes | 12 hours | 24 hours | 36 hours | 40 hours | 48 hours | – |
| | A newborn Digimon isn't ready for battle | Ready for battle, but still immature | Digimon matures, develops individuality and becomes a little stronger | Stronger attack power | Digivolves under certain conditions | Digimon with an ultimate strength surpassing the complete stage | An outstanding strength among other ultimate forms |
| Maximum value level | Lv 1 | Lv 3 | Lv 4 | Lv 6 | Lv 8 | Lv 10 | Lv 10 |
| Basic HP value | – | HP 10 | HP 10 | HP 12 | HP 15 | HP 18 | HP 20 |
| Maximum Hungry value | ♥♥ | ♥♥ | ♥♥ | ♥♥♥ | ♥♥♥ | ♥♥♥♥ | ♥♥♥♥ |
| Maximum Strength value | ♥♥ | ♥♥ | ♥♥ | ♥♥♥ | ♥♥♥ | ♥♥♥♥ | ♥♥♥♥ |

## 10 RAISE YOUR DIGIMON'S LEVEL

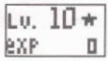
You can obtain experience points by beating opponent Digimons in Quest battles or battles during events. As your level goes up the Digimon will become more powerful with a greater HP and attack power. Furthermore, try to get through plenty of battles as this is related to your Digivolution conditions.

Level 1 ultimate form and...

Level 10 ultimate form

**MAXIMUM HP CHANGES A LOT BY LEVEL!**

| Level | Required experience points | Level | Required experience points |
|---|---|---|---|
| Lv 1 | — | Lv 6 | 1000 |
| Lv 2 | 50 | Lv 7 | 1500 |
| Lv 3 | 150 | Lv 8 | 2000 |
| Lv 4 | 500 | Lv 9 | 3000 |
| Lv 5 | 800 | Lv 10 | 5000 |




*If there is a ★ next to the number on the status level checking screen it means that you have reached the maximum point in that growth level.
*When you have reached the maximum growth level at each stage the level-up function stops.

## 11 XAI SYSTEM

### WHAT IS THE XAI SYSTEM?

**X-Antibody Indicator system** The system for displaying Digimon's Fortune.

### WHAT IS X-CAST?

The way of rolling the digital dice.

### EACH DAY'S XAI

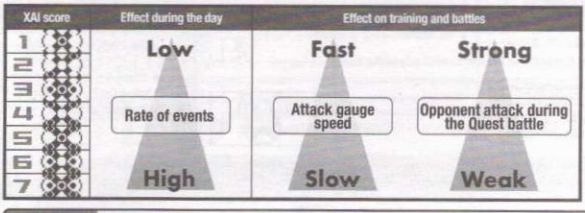
The XAI starts when the Digimon wakes up having grown one year in age and when the Device is reset.
***Effect on events and training.**

### QUEST XAI

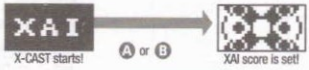
The XAI starts when Digimon enters the first Quest battle of the day.
***Effect on opponents strength in the Quest battle.**

### BATTLE XAI

The XAI starts during the battle.
***Effect on the speed of attack gauge during the battle.**




When X-CAST launches press **A** or **B** to display the results.




X-CAST starts! XAI score is set!

*Once X-CAST has started the XAI number will be set even if no buttons are pressed within around 10 seconds.

**What are "events?"**

Digimon that gives Items or start a battle appears during the event.
Enjoy pressing some button when Digimon shouts out!
If you don't press any button, Numemon might deliver a pile of poop! *XAI score changes the rate of events occur during the day.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